



LEHI CITY RECREATION

JR. JAZZ BASKETBALL Boys 11th - 12th Grade Rules 2013



Specific Rules and Guidelines:

High School Basketball rules will govern play with the following exceptions:

- A. Play will consist of two (2) twenty minute halves with the clock stopping during the last two (2) minutes of each half only. If a team is leading by 15 points or more, in the 2nd half only, the clock will continue to run during the last 2 minutes. Half time will be 3 minutes.
- B. Timeouts: 2- one minute timeouts per half (these do not carry over).
- C. Overtime: 3 minute period(s) with the clock stopping during the last minute only. If after the second overtime the teams are still tied, the teams will go into a "shootout." Each team will choose 3 players to participate in the shootout. Participants must have been in the game when the final horn sounded in the second overtime period. The shootout will occur on the free throw line closest to the home team bench. The visiting team will shoot first. The teams will alternate taking shots. If it is still tied after both teams have taken their 3 shots, the shootout will continue going one for one until a winner is determined. The 5 players on each team who were in the game at the conclusion of the second overtime may participate in the shootout.
- D. One (1)- one minute time-out given for each overtime (these do not carry over).
- E. Forfeits: A five (5) minute grace period will be given at the scheduled game time before a forfeit is declared. The minimum number of players to start and continue a game is four (4). If the 4th player arrives before game time or during the grace period, the game will then begin at game time or as soon as the player arrives during the grace period. Once the 5th player arrives, they may enter the game at the next opportunity.
- F. Defense: Man-to-Man or Zone may be played.
- G. Full-court press may be played at any time. The exception is when a team is up by 15 points or more. Once the point differential has dropped below 15 points, full-court press may be resumed.
- H. Player Eligibility: Players and coaches will not be allowed to trade any player(s) to a different team. All players must be added to the official team roster by the end of the team's third regular season game. Rosters will be available at the scorekeeper's table. No players may be added to the roster after this date. No exceptions! Players must participate in a minimum of 4 regular season games in-order to be eligible to participate in the post season tournament. Players may only be on one team roster per season. The Recreation Staff reserves the right to check a player's identity with the roster at any time.
- I. Any player hanging on the rims before, during, or after the game will be suspended for one game.

- J. All teams must have an adult, 21 years or older, sitting on the bench for the duration of each game.

PLAYER/COACH CONDUCT:

A. Technical Fouls

- a. Everyone, including spectators, will be expected to display good sportsmanship at all times.
- b. If a player receives a technical foul they will sit out for ten (10) minutes of game time from the time it was given. Players receiving sportsmanship technical fouls with less than ten minutes in the first half will sit the remainder of their time in the beginning of the second half. If there is less than 10 minutes left in the game, the remainder of their time will be assessed the beginning of the next scheduled game. If a coach receives a technical foul, they must remain seated on the bench for the remainder of the game. If the player or coach who got ejected does not leave the premises within 2 minutes their team will forfeit the game. Removing your jersey may be considered a technical foul.
- c. If a second sportsmanship technical foul is received during a single game or during the duration of the season, a minimum one game suspension will be assessed.
- d. A third sportsmanship technical will result in the player or coach being suspended for the remainder of the season at a minimum and possibly a lifetime suspension at a maximum.
- e. If a team receives seven (7) cumulative sportsmanship Technical Fouls throughout a season (both regular and post-season) the team will be dropped from the league for the remainder of the season and NO refund will be given.

B. Fighting

- a. Any player or players in a fight with other players, spectators, facility guests, game officials, or other Lehi Recreation Staff will be suspended from the league for the remainder of the season at a minimum and lifetime at a maximum.
 - i. Fighting includes but is not limited to (contact is not required): punching, kicking, slapping, hitting, hand gestures, etc.
- b. Individuals involved in any physical altercation may also be prosecuted.

C. Language

- a. The F-Word will not be tolerated. Any use of this word will result in an automatic technical foul. If the word is used again in the same game a second technical foul will be given resulting in the player being ejected and a minimum one-game suspension.
- b. Any other use of profane or insulting language may and can result in a technical foul.

D. Unsportsmanlike Conduct

- a. Lehi Recreation shall have the authority to disqualify, suspend or remove any manager, coach, player, spectator or team that conduct themselves in an unsportsmanlike manner before, during or after a game. This could poorly reflect on or discredit the program.
- b. Game officials and scorekeepers are required to file written reports of unsportsmanlike conduct by the close of the next business day following the incident. Such incidents include but are not limited to:
 - i. Fighting
 - ii. Unsportsmanlike Acts
 - iii. Verbal Abuse towards players, officials, scorekeepers, other staff, etc.
 - iv. Threats
 - v. Technical Fouls
 - vi. Ejections
 - vii. Unruly Players, Coaches, Fans and/or Spectators

- E. The buildings we use, and the custodians who work there, will be treated with the utmost respect. Any problems, reported to Lehi City, may result in a player or coach being asked not to participate any further.

THE LEHI RECREATION STAFF DECISIONS ARE FINAL IN ALL CASES!